



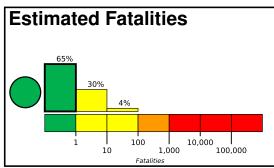


PAGER

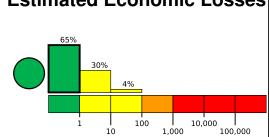
Version 1

M 4.6, 51km WNW of Tonopah, Nevada Origin Time: 2020-05-17 21:17:02 UTC (Sun 14:17:02 local) Location: 38.1795° N 117.7997° W Depth: 12.8 km

Created: 5 minutes, 3 seconds after earthquake



Green alert for shaking-related fatalities Estimated Economic Losses and economic losses. There is a low likelihood of casualties and damage.



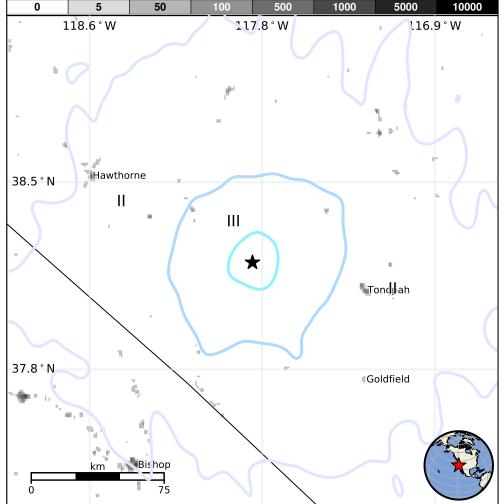
Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		14k*	22k	0	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVED SHAKING		Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
DAMAGE	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

^{*}Estimated exposure only includes population within the map area.

Population Exposure

population per 1 sq. km from Landscan



PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty. https://earthquake.usgs.gov/earthquakes/eventpage/nn00727561#pager

Structures

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are unreinforced brick masonry and reinforced masonry construction.

Historical Earthquakes

Date		Dist.	Mag.	Max	Shaking	
	(UTC)	(km)		MMI(#)	Deaths	
	1980-01-24	348	5.8	VII(35k)	1	
	1989-08-08	381	5.4	VII(4k)	1	
	1989-10-18	369	6.9	VIII(109k)	62	

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

Selected City Exposure

nom acortames.org					
MMI	City	Population			
II	Goldfield	0			
II	Hawthorne	3k			
П	Dixon Lane-Meadow Creek	3k			
II	Bishop	4k			
II	Tonopah	2k			
1	West Bishop	3k			
I	Mammoth Lakes	8k			

bold cities appear on map.

(k = x1000)